# Requiremens

*Ardennes '44 requires a device Pocket PC 2003 platform or Windows Mobile 5.0, 5MB storage, 5MB RAM, as well as a touchscreen(decies without a touchscreen aren't supported).*

# Installation

Run the included installer under Windows or copy the file with the extension .CAB for execution on your Pocket PC device.

# Playing the game

### Scenarios
Choose a scenario from the list. Saved games are listed at the bottom of the list. The demo doesn't allow you to save any games.

### Briefing screen
The briefing screen allows you to choose the side that you wish to play and gives you information on the scenario. Tap *Play* to start a game. If your opponent starts the scenario you can scroll the map and must tap *End Turn* from the menu to start the game.

### Moving the map
Use the 5-way navigation buttons to move the map.

### Giving orders to units
When you tap your units, adjacent hexes will change their color showing you unit's *approximate movement range* (number of movement points divided by 2 – it means by the cost of movement through a clear hex). A PDA is too slow to find all possible paths, therefore this simplification.

Tap destination hex to move unit or attack enemy. *Your unit will take the fastest route not the shortest!!!* Terrain played an enormous role in the battle in Ardennes. German units had to follow roads because of snow, mud and the type of terrain in Ardennes.

Even if a unit seems to move in a wrong direction, you can be sure that this is "cheapest" and fastest path to the destination. If the moving unit doesn't have enough movement points to reach its destination, you may get the feeling that it is going the wrong way.

*If no path between the unit and the destination exists (for instance because the unit is blocked by other units, forests inaccessible for vehicles, rivers etc.), the unit will ignore your order.*

## User interface

### The pull down menu

**Save Game…** - saves the game's state. Currently, there is only one slot for saved games.

**End turn –** tap this when you want to finish your turn and let AI play its turn.

**Hide/show units -** shows or hides units from the map.

**Jump to Next Unit –** highlights next unit that has unused movement points and can move. This is useful when there are many units to command and you don't want to miss any unit.

**Turn Summary –** displays turn statistics such as: the number of units available to each player, the number of units lost in the previous turn, available production points, victory points of each players as well as the number of victory points each player must achieve to win the scenario.

**Abandon Scenario –** you can close the current game and go back to the main screen. You will be asked whether you wish to save the game (a game previously saved will be discarded).

**Destroy Unit –** you will be asked if you really wish to destroy the selected unit.

## Terrain
Terrain affects units' movements in many ways.

### Plain terrain
Typical movement cost is 2 points.

### Roads
The movement cost is only 1 point.

### Forest
The cost of moving through a forest is 3 movement points. Vehicles, tanks and guns cannot enter **dense forests** that are considered unsuitable for vehicles.

### Hills
The cost of moving through a hill is 3 movement points.

### Rivers and bridges
Units cannot cross rivers.

### Fortifications
Fortifications improve unit's resistance to attacks.

### Trenches
Trenches improve unit's resistance to attacks.

## *Units*

There is one or two values shown on every unit – the first value if unit's strength, the second value after the letter "F" means available fuel ; 1 hex  cost  1 fuel point unless this is infantry.

There are two types of units in this game:

1.  Air units
2.  Ground units

Air units cannot fly when the weather is: snow, fog or rain. They are usually considered out of the battle scene. Therefore, they cannot be attacked by ground units.

### *Ammo and fuel*

Fuel played an important role in the battle. Many German units run out of fuel due to wrong calculations of supplies before the battle. Infantry doesn't need fuel, but all other mechanized vehicles do.  1 unit of fuel is consumed per every hex. Battles lead to consumption of ammo and fuel.

### *Moving units*

Tap once your unit – nearby hexes will change their color. Now tap a destination hex. If you don't want to give any orders to the unit, just tap it again.

### *Attack points*

This is the number of possible attacks per turn. This value is usually 1.

### *End you turn*

When you have finished moving your units it is time for your opponent to play. Choose *Game Menu->End Turn*. Current game will be saved automatically.

### *Saving games*

Choose Menu->Save Game.

# Support

For support please visit [www.playtek.pl](www.playtek.pl)  or write to [support@playtek.pl](support@playtek.pl)

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1.  As many details as possible about the problem – what is not working, how we could reproduce it.
2.  Who manufactured your device and what is it model name?
3.  If your question relates to the full version, please include the serial number received with your purchase – sometimes, we could solve your problem by e-mailing you the latest update,

however if you cannot find your order (and not every distribution partner sends us purchase notifications), we first need to ask you for the serial number, store from which you had purchased our software etc.

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